REMARKS

I. INTRODUCTION

In response to the Office Action dated June 14, 2004, claims 24, 31, 32, 39 have been amended, and claims 42-46 have been added. Claims 24-46 remain in the application. Entry of these amendments, and re-consideration of the application, as amended, is requested.

II. PRIOR ART REJECTIONS

In paragraph (6) of the Office Action, claims 24-40 were rejected under 35 U.S.C. §102(e) as being anticipated by Miller et al., U.S. Patent No. 6,515,522 (Miller).

Applicant traverses the above rejections for one or more of the following reasons:

(1) Miller does not teach, disclose or suggest a s window that displays contents of an object database for a template;

(2) Miller does not teach, disclose or suggest the window comprising a number of text based columns including an object number referencing column, an object referencing column, an object type column, and object value column, and a timecode display column;

(3) Miller does not teach, disclose or suggest displaying a second window that comprises properties of an object selected in a first window; and

(4) Miller does not teach, disclose, or suggest that the first window provides a graphical user interface for a user to edit the properties displayed in the first window via text-based columns..

Independent claims 24 and 32 are generally directed to an invention that provides the ability to generate a live video broadcast. Specifically, text input device is used to input text. An object database stores a template of 3D preferences for the input text in multiple objects. A first window is displayed that contains the contents of the object database for a particular template. The input text is then formatted in accordance with the 3D preferences from the object database and is displayed with a live video signal to produce a broadcast signal. The new dependent claims provide further information regarding the first window. Specifically, the window comprises an object number referencing column, an object referencing column, an object type column, and object value column, and a timecode display column. Further, text-based columns in the first window provide a graphical user interface for the user to edit the displayed properties. In addition, the dependent claims provide for displaying a second window upon selecting a particular object in the first window. The

second window also comprises multiple columns including a template properties referencing column and a template property value column.

Miller fails to teach or suggest these various elements of Applicant's independent and dependent claims. Miller merely describes a character represented in a character generator as a set of polygons. The character may be manipulated using three-dimensional animation techniques. A code for a character may be used to access a set of curves defining the outline of the character. This set of curves is transformed into a set of polygons. The set of polygons may be rendered as a three-dimensional object. The set of polygons may be created by converting the curves into sets of connected line segments and then tessellating the polygon defined by the line segments. Animation properties are represented using a normalized scale along a path or over time. Animation may be provided in a manner that is independent of the spatial and temporal resolution of the video to which it is applied. Such animation may be applied to characters defined by a set of polygons. Various three-dimensional spatial transformations, lighting effects and other colorizations may be provided. A user interface for editing a character string may provide two alternate displays. A first display allows a user to input and view any desired portion of the character string for the purpose of editing. A second display allows a user to view how the character string appears at a selected point in time during a titling effect for the purpose of animation. In both displays, the text is displayed in a three-dimensional form. This interface may be combined with a timeline editing interface for editing an associated video program, or other user interface, to permit layering of titling effects and adjustment of animation properties, positioning and timing.

However, Miller lacks any discussion about displaying a window containing the contents of an object database or properties of a template (wherein the template defines 3D preferences for input text). Nor does Miller teach, describe, or suggest, implicitly or explicitly, a graphical user interface in a text-based column structure for editing the properties and the display of a second window to edit further properties of a specific object selected in a first window. In this regard, Miller fails to provide any capability for editing the properties in a text based window as claimed.

The various elements of Applicant's claimed invention together provide operational advantages over the systems disclosed in Miller. In addition, Applicant's invention solves problems not recognized by Miller.

Thus, Applicant submits that independent claims 24 and 32 are allowable over Miller. Further, dependent claims 25-31 and 33-46 are submitted to be allowable over Miller in the same manner, because they are dependent on independent claims 24 and 32, respectively, and because they contain all the limitations of the independent claims. In addition, dependent claims 25-31 and 33-46 recite additional novel elements not shown by Miller.

III. CONCLUSION

In view of the above, it is submitted that this application is now in good order for allowance and such allowance is respectfully solicited. Should the Examiner believe minor matters still remain that can be resolved in a telephone interview, the Examiner is urged to call Applicant's undersigned attorney.

Respectfully submitted,

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By their attorneys,

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